

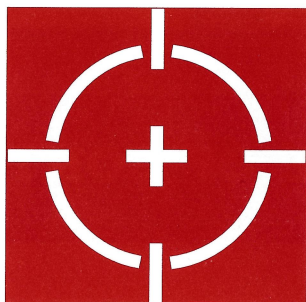


IRON ASSAULT

PC CD-ROM

TABLE OF CONTENTS

SYSTEM REQUIREMENTS	1
INSTALLATION INSTRUCTIONS	1
STARTING THE GAME	2
QUICK START	2
THE OPTIONS MENU	2
THE ASHES OF DEMOCRACY	3
THE MAIN LOG	4
THE MAIN MENU	5
THE WORLD NET COMPUTER	6
INTO BATTLE	9
KEYBOARD COMMANDS	9
MACHINE SYSTEMS	11
THE HEAD UP DISPLAY	17
SIMULATOR	19
VIRGIN HELP AND TIPS	21
TROUBLE-SHOOTING	23
CREDITS	28
LIMITED WARRANTY	30



System Requirements

Requires: 486/33MHz or better, 4 MB RAM (550K conventional + 2 MB EMS), MS-DOS 5.0 or higher, 256 color VGA, Microsoft compatible mouse, CD-ROM drive (w/at least 150K/sec. data transfer rate), MSCDEX 2.2 or higher, hard drive w/3 MB free.

Supports: Joysticks, SoundBlaster and 100% compatible sound cards, 2 player mode (w/ null modem cable or via modem).

Installation Instructions

Insert the IRON ASSAULT CD into your CD-ROM drive. At the DOS prompt, type the letter for your CD-ROM drive (usually D), followed by a colon, then press ENTER. Type INSTALL, then follow the on-screen prompts.

After choosing a language, select the source drive, destination drive, and the directory to which you wish to install the game. The source drive is your CD-ROM drive. The destination drive must be a hard drive with at least 3 MB of free space. The default directory is C:\IRON.

Once the Install program has finished copying the files, you can select the control device and sound card. You have the following options for the control device: MOUSE, JOYSTICK, and PEDALS. You have three options for your sound card: Adlib, SoundBlaster, and SoundBlaster Pro. You will also be asked for the sound card's Port, IRQ, and DMA. If you are unsure of these settings, consult your sound card manual or diagnostic software to determine the correct settings. Also try the defaults of Port 220, IRQ 5, and DMA 1.

Once you have chosen the control and sound card, press ESC to return to DOS. Type IRON to run the game.

To run the game in the future, go to the C:\> prompt, type CD\IRON or CD\ plus the name of the directory in which you installed the game. Then type IRON to start the program.

The first item on your screen will be the Virgin logo, followed by the Graffiti logo. If this is your first time running the game, the introduction will automatically start. (Press ESC to bypass the introduction.) You will now be at the Main Menu.

Note: This game requires 550K of free conventional memory plus 2 MB of EMS memory. To check the amount of free memory you have, type MEM at a C:\> prompt. Look for the "Largest Executable Program Size" and "Free Expanded EMS." For assistance in freeing up memory, consult the Trouble-Shooting guide later in this manual.

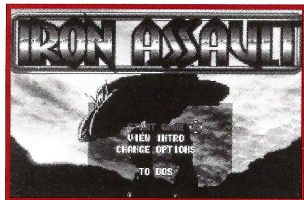
Starting the game

- Change to the directory in which you installed IRON ASSAULT -which is labeled as **Iron**, unless you specified otherwise.
- Type **Iron** and the game will load.

Quick Start

- From the main menu, choose **Start Game**.
- Choose a new pilot or **Resume** an existing pilot.
- You'll now see your barracks' quarters. Move the mouse over the door until it says **Corridor** and click the left mouse button.
- Click the mouse on the door labeled **Sim**.
- Choose **Normal Mission**.
- Pick the terrain in which you'd like to play.
- You'll now enter the battle simulator. Any progress you make here will not affect your service record.

The Options Menu



Once the game has loaded, you'll see a list of four options:

Start Game

View Intro.

Change Options: To turn on/off the animated sequences, sound or music, or to calibrate your joystick (you must choose this during Set-up).

To DOS

The last decades of the 20th century were a period of upheaval and change. Communism collapsed in the Eastern Bloc, America resumed its post-war isolationist policy and underdeveloped countries struggled to survive in the face of crippling debt and ecological disasters. Political unrest and the frequent toppling of governments was commonplace.

Through the anarchy of civil war, organized crime flourished. By the middle of the 21st century, it was not democratic government, but organized crime operating as big business which ran the world. The huge syndicates were ruthless in the defense of their territories and kept control by might, fear and money.

By the 2070's, there wasn't a corner of the globe untouched by these conglomerates. They installed their own "supervisors," ran the police forces and controlled all commerce. They developed enormous robots which were heavily armed with state-of-the-art weaponry. Through the deployment of these robots, the syndicates, under the rule of one corporation, were untouchable.

But, in the year 2080, they over-stepped the mark. Workers in a Spanish chemical factory went on strike and the corporation gunned them down in cold blood. The incident was the catalyst for rebellion. The people of the world realized that they'd been living under oppressive rule for the last 80 years. The rebellion began.

In 2082, small pockets of rebel forces began to spring up around the globe. Gradually, these poorly equipped outfits began to join together, so that by 2084, there was a well-organized worldwide resistance movement. Initially, these rebels operated with poor equipment and no funding - they stood no chance against the syndicates' machines. But soon, through the manipulation of the very syndicates that had enslaved them, they had channeled enough funds into their own accounts to begin equipping the rebel forces.

In 2085, the rebel forces created a global computer network called World NET. Through this, the rebel leaders could keep in touch with all their units, striking at the syndicates when least expected. Through the network, information on new technology was passed on to rebel scientists. Slowly but surely, the rebels became as well equipped as the syndicates. By 2090, they had developed their own machines.

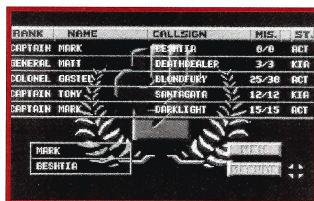
It is now 2094 and the rebel forces have developed a sizable arsenal of machines. They have an army of well-trained soldiers and plenty of information on the syndicates' activities. The time is right for a final push - a battle for the globe. The war will be hard, but the rebels have bided their time, waiting for the right moment and through cunning, skill and bravery they can win. If they are victorious they will have their freedom. If they lose, the earth will be enslaved forever.

In this world of IRON ASSAULT, you are a battle-machine pilot, charged with helping the rebels defeat the mighty syndicates. This game is as much about tactics as it is about reactions - clear thought is often as valuable a weapon, as is a swift trigger finger. On later levels, you'll have a troop of battle-machines to deploy, so you'll not only have to look after yourself, but think about the situations that you're leading your squad into. As the battle for the globe progresses, you'll get more and more powerful weaponry. You'll have to plan your missions and see them through to a successful conclusion.

The aim of the game is to defeat the corporations. By piloting your own machines and through the skillful deployment of allied forces, you've got to destroy the enemy. They have bases all over the planet and you'll need to obliterate each one of these if you're going to return democracy to the globe. Along the way, you've got to discover the syndicates' weaknesses and exploit them to the fullest, using the technology that the rebel scientists have developed.

The Main Log

Every time you play IRON ASSAULT, you'll see this screen. From here you can restart your game, or build a new character.



New Player

To add your name to the soldier roster:

- Click on one of the names in the list.
- Click on the **New** button.
- Hit the delete key until the old name disappears from the name box at the bottom-left of the screen. Then type in the name you wish to use and hit [ENTER].
- Hit the [DELETE] key until the call sign disappears from the name box. Then type in the call sign you'd like to be called during missions.
- Hit [ENTER] and your name will be added to the roster.
- Click on **Resume** to use that pilot.

Player Status

Next to each soldier's name is a box labeled **Mis.** This details how many missions have been successfully completed and how many missions have been attempted by each pilot.

To the right of the roster are the soldier status codes.

ACT - Active. Player has returned alive from the assigned mission and can be resumed.

DES - Deserter. Your status as a deserter is determined by your rank and missed accomplishments.

Pilot : You've lost the game. You did not complete the primary objective of more than two successful missions.

Captain: You've lost the game. You did not complete your primary objective of more than four missions completed.

Colonel: You've lost the game. The enemy destroyed all of your American bases.

General: You've lost the game. You've lost all of your bases in each of the four continents.

Note: A deserter can be resumed, but he will be at the beginning of the last rank reached. All special weapons built during this period will no longer be available.

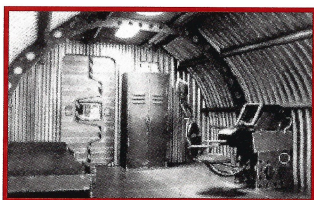
MIA - Missing in action. This player chose the **Surrender** option from the game menu. He can be resumed and will become active from the last mission successfully completed.

KIA - Killed in action. This player was killed but can be resumed. If resumed, the player will start from the last mission completed.

WON - You've finished the game - this player cannot be resumed.

The Main Menu

In your barracks



- Once the game has loaded you'll see this screen. From here you can choose your mission, arm your machines, learn of enemy movements and developments, play a simulation, start your mission or quit out of the game.

THE WORLD NET COMPUTER

- This is your link to the rest of the rebel forces. From here you can choose your mission, arm your machines and learn of enemy tactics.

LOCKER DOOR

- To review your service record and see the **Game Log**, click the mouse on the locker. All your past missions and the record of success will be displayed here.

EXIT

- To leave the **Game Log**, click the left mouse button anywhere off the green display.

BED

- To **Exit** the game.

DOOR

- Click here to enter the corridor where you can play a simulation or start a mission.

The World Net Computer

The WNET computer is your link to the outside world. From here you can:

- Learn your mission objectives.
- View behind-the-lines footage of your mission objectives.
- Analyze maps of the mission area.
- Choose the machines you wish to pilot.
- Choose the armaments for your machines.

You can't start a mission until you've been briefed by the WNET. Your first action should be to access the **Mission** briefing section on WNET.

Mission

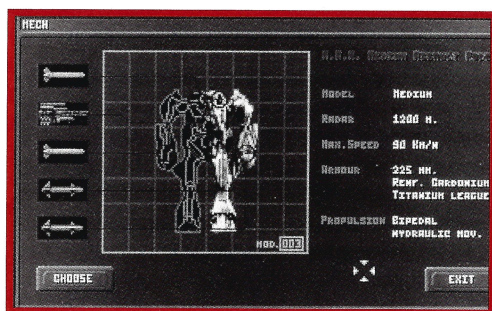
Choose this option to find out what your mission will be. When you enter this section, you'll see three options: **Territory**, **Armaments** and **Exit**. To leave this screen, log-off from WNET and return to your barracks, click on **Exit**.

Territory

In the top right-hand portion of your screen, you'll see a map of the mission area. The solid blocks represent empty buildings - those which are shaded are occupied enemy buildings, which you can enter. If you click the left mouse button on the enemy buildings, you'll get some extra information. To scroll around this map, click with the right mouse button on the extremes of the map display.

Should you wish to see behind-the-lines footage of your mission objectives, click on the **Report** button at the bottom-right of the screen. You'll now see some video of the enemy, its headquarters or both.

Armaments



As the game progresses, your rebel scientists will come up with new, more powerful machines and weaponry. You'll need to choose the right set-up to complete a mission, which is why it's imperative to check out your mission objectives before entering this section of WNET.

To choose your machine, click on the **Choose** button in the bottom-left of the display. You'll now see a picture of your machine, along with its field specifications. Initially you'll have only two choices: the **Walker** or the **Doggy**. The Walker is the slower of the two, but it has a more powerful radar system. Pay close attention to these specs - on some missions you'll need a heavily armored machine, while on others you'll need speed. To pick another machine, just click on its name in the box at the top-left of the screen. After you've made your decision, click on **Exit**.

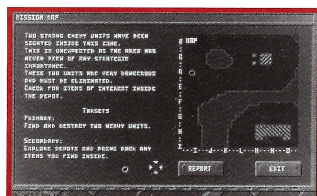
You can arm your machines with exactly the kind of weaponry you prefer. Again, as the game progresses, more powerful missiles will become available to you, but initially you'll have two forms and a gun from which to choose.

To change armaments, click on the missiles in the box in the top-left of the screen. You'll now be able to select the armaments you'd like fitted. When you're happy, click on the **Exit** box.

Squadron

On later levels, you'll have a team of machines under your command. You can choose who you'd like to accompany you on a mission, by looking at each pilot's abilities. Each base offers six machines from which to choose.

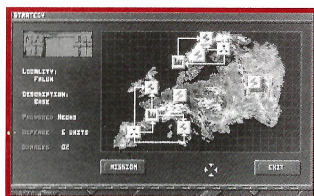
To cycle through all the pilots, click on the **Change** icon. You'll see an appraisal of each soldier's abilities. To leave this screen, click on the **Exit** button.



Rebel command will keep you informed of all new developments from this section on WNET. It's a very good idea to log-in to this portion of the network before you start each mission, because you'll be advised about enemy weaponry developments and what to expect in the field. Every secondary mission objective in the game can 'hide' a special item which will be made available to you only if you reach that objective.

Strategy

IRON ASSAULT is a game of strategy, as well as action. By playing a tactical game, you can quickly take over enemy bases and gain command of whole continents. In the center of the screen, you'll see a strategic map of the continent on which you're currently based.



Map Key Icons

- **Red** icons are enemy bases.
- **Green** icons are rebel bases.
- Bases surrounded by a **light red** square are damaged. Advance on these to finish them off.
- Bases surrounded by a **dark red** crosshair are going to be attacked.
- **Generators** are used to provide energy for factories - destroy these to slow down the syndicates' weapon production.
- **Factories** produce machines and distribute them to depots and bases. Attack these to undermine the enemy's offense and defense potential.
- **Depots** hold and distribute machines. Attack these to impede the delivery of new machines to enemy bases.
- **Bases** only become offensive when they have enough machines in stock. To prevent a base's readiness, destroy factories and depots.
- **Allied bases** must be defended to maintain control of a continent.

Map Control Icons

On the left of the map screen are a series of icons which reveal information on the map. From top to bottom they are:

- The **Location** of each objective.
- The **Type** of objective - base, depot or factory.
- The **Production** capabilities of the objective - energy, weapons or Machines.
- The **Defense** capabilities of the objective, represented by units. The higher the defense capabilities, the more Machines are based there and the harder it will be to destroy.
- The **Damage** status of the objective. If a base is in particularly bad shape, it won't be able to produce as much or defend itself as well.

Choose

Once you've reached the rank of **General**, you'll be able to move between each of the four continents. By keeping close tabs on the state of the war in each of the continents, you'll be able to tactically deploy your Machines. To move to another continent, click on the **Transfer** button and confirm **Yes** or **No**.

Exit

To log-off from WNET, simply click on the **Exit** button in the middle-bottom of the main screen.

Into Battle

Once you've configured your machines, checked out the surveillance footage and surveyed the territory, you can take control of your Machines. You should familiarize yourself with your Machine's capabilities, because it has many useful features which could save your mechanized butt in the war zone.

Keyboard Commands

Controls

You can move your machines by using either keyboard, mouse or joystick. You must choose one of these options from the set-up screen.

Movement and Weapons

Knowing how to maneuver your Machines quickly about the enemy terrain can make the difference between survival and death.

	Numeric Keypad	Mouse
Slide Left	1	Right button and left
Slide Right	3	Right button and right
Turn Left	4 (or left arrow)	Left
Turn Right	6 (or right arrow)	Right
Accelerate	8 (or up arrow)	Forward
Decelerate	2 (or down arrow)	Backward

	Numeric Keypad	Mouse
Reverse (speed must be 0kph)	2 (or down arrow)	Backward
Rotate Head Left	7	
Rotate Head Right	9	
Move Crosshair Up	-	
Move Crosshair Down	+	
Center Head and Crosshair	*	
Fire Current Weapon	Space bar	Left button
Lock Target	Enter	
Change Weapon	Backspace	

On-board Systems - Full Descriptions are located in the section entitled Machines Systems

F1 - Radar:

- | | |
|------------|--------------------|
| Number key | 1: zoom factor x 1 |
| | 2: zoom factor x 2 |
| | 3: zoom factor x 4 |
| | 4: zoom factor x 8 |

F2 - Map/Scanner

F3 - Status:

- | | |
|------------|--------------|
| Number key | 1: General |
| | 2: Engine |
| | 3: Weapons |
| | 4: Visionics |

F4 - Missile Locked Enemy Status

F5 - Counter-measures:

- | | |
|------------|--------------------------------------|
| Number key | 1: ECM (Electronic Counter Measures) |
| | 2: Anti-missile |
| | 3: Image Intensifier |
| | 4: Stealth |

F6 - Squad Camera Views:

- | | |
|------------|---------------|
| Number key | 1: Unit One |
| | 2: Unit Two |
| | 3: Unit Three |

F7 - Bay Control

F8 - Mission Objectives

F9 - Rear View

F10 - End Mission

U - Switch between upper and lower cockpits

Tab - Change current monitor

M- Map

- ESC to exit from map
- PgUp to scroll map up
- PgDn to scroll map down

ESC - View in game menu

N- View placed way points

The Cockpit

During the course of a mission your view of the terrain is from the guts of your Machines, 50ft above the ground. Around the central view screen are ancillary equipment screens which can display radar, status, mission objectives or camera views.

Each cockpit is on two levels: upper and lower - you switch between them by using the **U** key. From the upper cockpit you get a better view of your surroundings, but there are fewer monitors. On the lower cockpit, the view's smaller, but there are plenty of monitors to display all your equipment screens.

Machine Systems

As you'll have seen from the key descriptions, your machine comes equipped with a blistering array of high technology. To avoid detection by the enemy and to gain the element of surprise, you should pay careful attention to what these instruments are telling you.

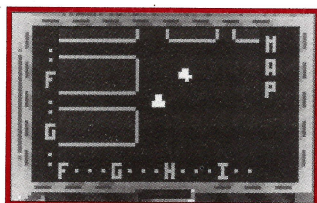
Radar - F1



The radar only functions outside buildings - inside you'll have to use the scanner. The capabilities of your radar system depend entirely on the type of machine that you've chosen to use in battle. Machine units appear as small dots on your radar, the different colors correspond to that unit's allegiance. On the left of the radar is a vertical bar that indicates the number of units detected.

- **Red** blips are targets that you've locked on with a missile.
- **Yellow** blips are enemy units.
- **Blue** blips are neutral units.
- **Green** blips are rebel troops who are on your side. Don't destroy them.

Map/Scanner - F2



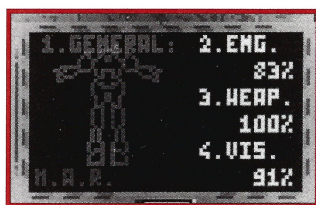
The on-board map screen only displays a small portion of your surroundings.

However, using it in conjunction with the full map (hit the **M** key) enables you to find your way around. You'll only see yourself and the rest of your squadron on the map. Enemy troops will have to be detected by using the radar.

The **Scanner** only works inside buildings and is a small scale radar. The blips on the scanner have slightly different meanings to those on the radar:

- The **Red** blip is your machine.
- **Yellow** blips are enemy units.
- **Brown** blips are destroyed units.
- **Green** blips are neutral troops.

Status - F3



As the enemy fires on you, your machine will sustain a certain degree of damage. The more hits taken, the more you'll find your on-board systems failing, until the situation becomes terminal and your machine destructs. At the top level, you'll see a schematic of your unit, showing a broad view of the situation. Pressing either **1**, **2**, **3** or **4** on the top number row will provide more detail.

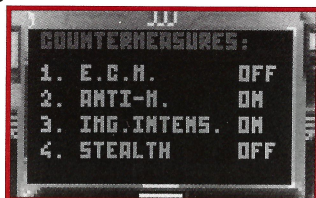
- **Key 1 - General** - this provides percentages on your general status (**ENG**), weapons status (**WEAP**) and visionics status (**VIS**).
- **Key 2 - Engine** - this provides percentages on your engine status where **MAIN** refers to the core of your machine (when it's at zero the unit will destruct), **AUXILIARY** refers to your rotation systems (when it gets low you'll find it difficult to turn) and **HYDRAULIC** (which when damaged will make your machine vibrate uncontrollably).
- **Key 3 - Weapons** - this display shows you just how well your weapons' systems are bearing up under the strain of battle. If a particular weapon gets destroyed, it will be displayed in red.
- **Key 4 - Visionics** - nobody likes flying blind, so keep a close eye on this display. **H.U.D.** refers to your head up display, if it's damaged you'll lose text on the main screen and secondary displays will start to disappear. **Lock** refers to your missile-locking system and **Comms** refers to your communications system. If it gets damaged, you'll be unable to communicate with your squadron.

Targeting System - F4



Once you've locked onto an enemy target (by pressing **Enter**), you can see exactly what kind of shape it's in by using this tracking device. On the left of the display is a blueprint of the enemy machine, along with its name. Medium damage is indicated by red. Heavy damage is indicated by dark red. On the right is a list of the enemy's weapon's systems.

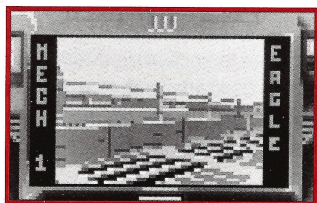
Counter Measures - F5



One of the best ways of surviving a battle is to avoid detection all together. However, when you are spotted, these systems can save you from damage:

- **Key 1 - ECM** - or Electronic Counter Measures. Toggle this on and a percentage of search/destroy missiles will be deflected elsewhere.
- **Key 2 - Anti-missile** - this operates against any missiles, destroying a percentage of incoming artillery.
- **Key 3 - Image Intensifier** - when you enter some of the enemy bases, you'll find that lighting levels are too low to maneuver successfully around. The image intensifier amplifies low levels of light, enabling you to see where you're going.
- **Key 4 - Stealth** - for a really sneaky attack, turn on this function. It blinds the enemy's radar up to a certain distance, enabling you to get in really close for the kill. It works best when radar, map, ECM and Anti-missile functions are turned off.

Squad Camera Views - F6

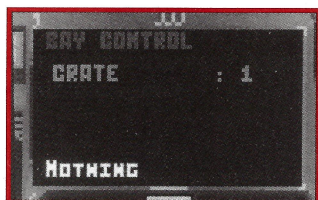


If you've reached the stage of the game at which you're controlling a

squadron of Machines, this function will enable you to see the world through their onboard cameras.

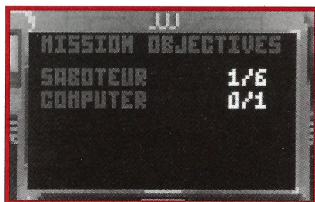
- **Key 1 - Unit One**
- **Key 2 - Unit Two**
- **Key 3 - Unit Three**

Bay Control - F7



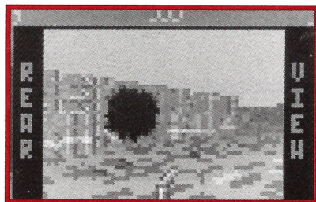
On later missions, you'll be told to acquire objects from enemy bases. Once you've acquired an item, use this display to verify what you're holding in your cargo bay. To pick something up, move in very slowly until you're directly over the object. It will then be automatically scooped up into the belly of your machine.

Mission Objectives - F8



The first line is your primary objective and the rest are your secondary objectives. Displayed on the right of each line is the number of items already destroyed or picked up and the total number that you've got to pick up or destroy. If you've completed an objective, the letters **ACH** will be displayed next to it. Green lines mean you've got to pick up an item, red means destroy them.

Rear View - F9



Use this display to see what's happening immediately behind you.

End Mission - F10

Once you've completed all of your objectives, or when your machine is critically damaged, hit this key and an aerial reserve unit will come and pick you up. **Note:** you can't be picked up when you're inside a building. If you hit the F10 button by mistake or change your mind, hit this button again to cancel the command.

Cockpit Switch - U

To flip between the upper and lower cockpits. Think of the lower cockpit as your battle center and the upper cockpit as your maneuvering center.

Change Current Monitor - Tab

When you're in the lower cockpit position, you'll have many or extra monitors at your disposal. Hitting the **Tab** key will cycle through the monitors, enabling you to put different displays on each. The active monitor is highlighted by a green line along the bottom. The same display cannot be put on two different screens.

Map - M

You can only use the in-game map when you're outside. It provides a detailed display of the entire landscape. You can also use this map to control the movements of your squadron.

Near you, you'll see these icons: ◇. These are your rebel troopers, the number next to each icon, refers to the unit number. If a machine's communications systems are down it will appear in yellow.

Way points

You can control the movements of your machines by setting down way points for them to follow. To plant a way point, click on one of the boxes that are numbered 1 to 6. Now click on the map and the legend Wx will appear, 'x' being the way point number (i.e. way point number one will appear as W1).

Map Scrolling

To move the map up or down, use the two large arrows at the top of the screen.

Info

Select one of your allied troops and then on the **Info** icon and you can see what kind of state they're in.

Unit 1,2,3 or •

Click on the 1,2 or 3 icons to select individual machines, or on the • to select them all.

Map Commands



Positioned on the right of the map screen are a group of six icons that enable you to control the movements and actions of your squadron.

Break from me - [First icon top row] - commands your troops to move away from you.

Group with me - [Second icon top row] - commands your troops to group close to you.

Attack my target - [Third icon top row] - commands your troops to attack the target that you've locked on.

Attack everybody - [First icon bottom row] - tells your troops to destroy anything in sight.

Guard - [Second icon bottom row] - commands the Machine to stay where it is and to defend itself.

Go to current way point - [Third icon bottom row] - instructs the Machine to travel to the currently active way point. When it gets there, it will drop into **Guard** mode.

Unit

Displays the exact coordinates of the currently selected machine.

Way. P

Shows the exact coordinates of the currently selected way point.

Exit

To leave the map screen, click on this icon which is positioned in the top left-hand corner of the screen.

In-Game Menu - ESC

During the game, you can call up this menu to alter the playing characteristics of IRON ASSAULT. Toggling these items off will speed up gameplay on slower machines.

Floor on/off - Activate/deactivate the texturing of the floor.

Small pix on/off - Raises or lowers the graphic detail.

Music on/off - Turns the music on or off.

Sound fx on/off - Turns the sound effects on or off.

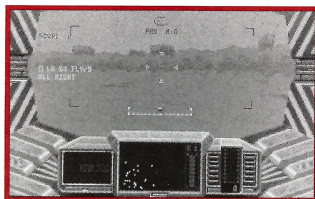
Speech on/off - Turns the speech on or off.

Return to the game - Pressing **ESC** again has the same effect.

Surrender - Aborts the current mission.

Back to DOS - Aborts the current mission and drops you back into DOS.

The Head Up Display



Your view of the world is seen through the HUD, which includes some exceptionally useful indicators - as you'll find out when it gets destroyed in the heat of battle!

1 Compass

Right at the top of the HUD, in the middle is the compass. It points in the direction you're looking at. It's great for finding your bearings.

2 Coordinates

Use these location coordinates in conjunction with the map to locate yourself.

3 Arrow Locators

Right underneath your coordinates you should see two arrows. These are used to point you in the direction of the enemy you targeted, or the way point you're trying to find.

4 Crosshair

When there's an enemy machine in your sights, you use the crosshair to line-up your gun or missile. It has several different forms depending on which weapon you're using at any particular moment and whether or not that weapon's got a lock.

Gun Crosshair: Normally yellow. Turns red when you have a target in your sights that is out of range. Turns green when you have a target in your sights that's in range.

Missile Crosshair: Normally green. Turns yellow and red when the current target is out of range. Turns yellow and green when you have a target within range of the missile.

Seeking Missile Crosshair: Normally yellow. When you lock onto a target, an additional crosshair will appear in the middle. If this is red, the locked target is out of range. If it's green, it's in range.

5 Weapon

On the left-hand side of the HUD are your weapons' indicators. The most important of these is the recharge box which indicates how much energy your gun is using. Next to this is the location of the weapon on your machine, the name of the weapon and the number of rounds left in the weapon's ammo bay.

When a weapon is recharging, it will be displayed in yellow. If it's in green, it's usable. When you've used up all of a particular weapon's ammunition, it will no longer be available to you and the HUD will automatically switch to the next available weapon.

6 Status

For a quick appraisal of your machine's damage status, look beneath the weapon description. If everything's fine you'll see 'All Right'. As soon as something gets damaged, it will be displayed here, in rotation with other damaged sections.

7 Locked Enemy

When you lock-on to an enemy machine, its blueprint will appear on the right of the HUD, along with its name and current distance from you. Green indicates that it's in excellent shape, yellow indicates that it has medium damage, red means that it's falling to bits.

8 Allied Pilot

When a pilot communicates with you, his face will appear in a window on the right of the HUD. Anything he says will be repeated in text at the bottom of the screen.

9 Head Rotation

At the bottom of the screen is your machine's head rotation indicator. When the red arrow is in the center, the head's aligned with the direction you're traveling.

10 Speed Indicator

Each of the machines has a different top speed and so will take longer to reach the maximum speed indicated on this dial. When the speed's in the green, you can pass over an object without destroying it. When it's in the yellow, you will destroy any objects you pass over and when you're going in reverse there will be a minus sign before the number.

11 The LED Panel

In the middle of your HUD, at the bottom of the screen is a bank of LED indicators. This is what they mean:

MIN - There's a mine in close proximity to your machine.

THR - An enemy machine has locked on to you with his radar.

LAU - An enemy has launched a search/destroy missile at you.

IR - Someone else has launched an infra-red missile at you.

RAD - You've got a radar search/destroy missile locked on to you.

TAK - You're positioned over an object which you can hoist into the cargo bay.

EC - Electronic Counter Measures are toggled on.

AM - Your anti-missile system is switched on.

IR - Your image intensifier is switched on.

ST - Your stealth system is switched on.

Simulator

The simulator is the perfect place to hone your skills without damaging valuable machines. The objective of all the missions on the simulator is the same - destroy everything. You'll find yourself dropped into enemy territory, with plenty of armaments and you must get all the enemy machines before they transform you into a pile of nuts and bolts.

The simulator enables you to play four one player missions, or four modem/direct link missions. These missions get progressively harder and you score more points for the tougher enemy machines.

One player simulator game

To play a mission on your own, choose **Single Mission** from the main simulator menu and then choose which mission you'd like to execute (Mission Four is the toughest). You'll then be dropped into your machines in the appropriate environment.

Two player simulator game

IRON ASSAULT comes equipped with a serial lead/modem multiplayer mode. This enables you to connect up to another PC and play someone down a wire in a game of cat and mouse. To play, choose **Head to Head** from the main simulator menu and then decide whether you're using a modem or a direct link lead.

If you're using a modem, you must indicate which serial port your modem is using, what BAUD rate it operates at and what the telephone number of the remote-link player is. Pressing **ESC** at any time will drop you back to the main simulator menu.

If you're using a direct link lead, choose **Serial Link** from the **Head to Head** menu. You should now select the port and baud rate you'd like to use - the quicker the baud rate the faster the game can operate. **IRON ASSAULT** will then attempt to connect with the linked PC.

Mission Objectives



The world of **IRON ASSAULT** is based in four continents - each with a different environment, landscape and enemy force. You should aim to be as flexible as possible if you're to stand a chance of conquering the globe.

Early missions are based in a futuristic city, complete with streets and high-rise buildings; later on you'll encounter both desert and Arctic conditions. Learning to use your weapons strategically will become increasingly important on the later continents.

Initially, your mission objectives will require you to destroy all of the enemy. On later missions, however, you'll need to pick up objects hidden within enemy bases. Often these are listed as secondary missions, but you should view them as being just as important as the primary objectives, because you'll often get new weapons from them.

Hints and Tips

- Use your seeking missiles sparingly. It may well be the easiest way to destroy enemy machines, but you'll find them far more useful during later portions of a mission.
- Don't rely too heavily on your radar. More often than not, you'll see the enemy machines before they appear on radar, giving you the opportunity to lock on with a seeking missile.
- Don't neglect the lower cockpit. Your view of the world may be a bit smaller, but you do have more information on hand, thanks to the extra monitors.
- If you've run out of ammo completely, don't despair. Many, but not all, machines can be destroyed by running them over.
- Once you've completed a mission, evacuate the enemy base immediately. Get into the open and call for your air retrieval crew.
- Master the art of head rotation. One of the funkiest maneuvers your machines can perform is the gully-run. To do this, line yourself up down a straight patch of ground and turn your machine's head by a full 90 degrees so that it's looking up a street or canyon. Then, set your machines moving and as you pass by the streets, lock-on and unleash your seeking missiles on any enemy units. Perfect this and you can finish off the enemy in double quick time.
- Don't assume that your ECM and Anti-missile hardware will protect you completely. These can block a certain percentage of enemy attacks, but

you'll still find that about 40% get through. They also make you highly visible on enemy radar, so save them for the heat of battle.

- If you're commanding a squadron, make use of the map to send your team to specific locations. If you leave them to their own devices, they'll bumble around, getting in your way.

Virgin Help & Tips Information

Product Support

To get the most out of your Virgin Interactive Entertainment product, take advantage of the following product support:

Virgin Interactive Entertainment's Automated Support System

Virgin is pleased to announce its new Automated Support System, available 24 hours a day, 7 days a week. Customer service information and answers to common technical problems are available on this system. Simply dial (714) 833-1999 for assistance at any time. A touch-tone phone is required outside of normal business hours.

Technical Support

For technical support, please first consult the Trouble-Shooting guide of this manual. If you still need assistance, our technical support team is available to help you. If the answer is not available in our Automated Support System, live technical support representatives are available Monday through Friday from 8 a.m. to 5 p.m. Pacific time at (714) 833-1999.

When calling, please position a phone near your computer. You may be required to retrieve information using your computer. Also, please have a pen and paper as well as the following information: make and model of your computer, amount of RAM, type and brand of the graphics and sound cards, and the contents of your CONFIG.SYS and AUTOEXEC.BAT files. If you are unsure about any of these, please try to find out before calling.

FAX Support

If you have access to a FAX machine, many technical support documents and hint sheets are available for FAXback through our Automated Support System.

You can also FAX requests for technical support to (714) 833-2001. Please include a complete description of the problem you are having and your system configuration, including the contents of your AUTOEXEC.BAT and CONFIG.SYS files. Also, please include a phone number in case we need to contact you for further information.

On-line Support

For computer users who also own a modem and telecommunications software, Virgin has its own support BBS and provides support on the GENie network.

Virgin BBS

The Virgin BBS provides the latest news and information about our products as well as file patches, demos, and technical support.

To access our BBS, set your telecommunications settings up to 14,400 baud and no parity, 8 data bits, and 1 stop bit. Then, using your telecommunications software, dial (714) 833-3305. We have eight lines available to answer your calls. While there is no charge for the use of our BBS, long-distance phone call charges may apply to some callers. Our BBS is available 24 hours a day.

GENie

To access the Virgin support area on GENie, go to the Scorpio RoundTable (M805;1) and type in "SET 33". You can also send E-mail to [VIRGIN.GAMES].

Order Line

The latest Virgin products can be ordered over the phone using your credit card! The toll-free number is (800) 874-4607. This toll-free number is for orders only. If you are unable to call 800 numbers, you can also reach our Order Line at (619) 490-9070. The order line FAX number is (619) 490-9232.

Hint Information

There are many ways to receive hints for Virgin games. Hint Books are available for most major games, and can be found at many software stores or ordered from our direct order line at (800) 874-4607.

Virgin also has two automated hint lines, available 24 hours a day at a cost of 75 cents per minute. You must have a touch tone phone, and be at least 18 years old or have parental or guardian permission before calling. Please be advised that not all Virgin products/titles are supported on the hint line. In the USA, call (900) 288-4744. We also have a hint line available for our Canadian customers. The cost is only \$1.25/Canadian per minute. The Canada Hint Line is available at (900) 451-4422. If at any time you have a problem with either hint line, call (800) 548-4468.

While free hint sheets are not available for all games, many can be requested through our Intelligent Voice Response System. If you have a FAX machine, these hint sheets can be FAXed back to you instantly. Hints are available only on the automated system. Do not ask our technical support specialists for hints, as they will be unable to provide them. Just call our Customer Service number at (714) 833-1999, select the option for an "Automated Session" and then select the "Customer Services" option.

You can also mail a request for free hints to Virgin Interactive Entertainment, 18061 Fitch Ave., Irvine, CA 92714, re: Hint Request. We will address such requests and send hint information if available. These free hints do not include information found in our Hint Books.

Defective Disc Replacement

If you have a defective disc, we will replace it without charge within 90 days of purchase. Simply mail in the defective disc(s) with a copy of your receipt in a regular envelope with a letter explaining the problem(s) you encountered, a return address, and your system configuration.

If you do not have the receipt or if 90 days have passed, please enclose a check or money order for \$10.00, made payable to Virgin Interactive Entertainment. Sorry, we do not accept cash or credit cards. Please do not mail your entire game box. If you require a refund for a product, you must return the product to the original place of purchase under any refund and/or exchange policy the store has.

Please return the discs to:

Virgin Interactive Entertainment
18061 Fitch Ave.
Irvine, CA 92714

Virgin highly recommends calling technical support before sending your disc back for replacement. Your problem can often be fixed right over the phone.

Manual Replacements

To obtain replacement manuals, send proof of purchase (a copy of your receipt, a copy of the back of the box, or the UPC code) with a check or money order for \$10.00, made payable to Virgin Interactive Entertainment. Please mail these items to the above address.

Trouble-Shooting

Before calling technical support for help, there are several things you should check. First verify that your computer configuration matches or surpasses the product requirements listed on the product packaging. Also check the following:

NOT ENOUGH MEMORY

If you are getting the message "Insufficient memory," you need to free up more conventional memory to get the game running.

To check the amount of free memory, go to the C:\> prompt and type **MEM**. Look for the "Largest executable program size:". IRON ASSAULT requires 550K of free conventional memory.

If you use MS-DOS 5.0, the process of freeing up more memory is described in chapter 12 of the DOS manual. It includes many helpful hints that can take care of this problem. If you are unable to get above the required amount, try creating a boot disk, explained below.

If you use **MS-DOS 6.0 or higher**, you can use a program called MemMaker to free up more conventional memory. To run it, go to the C:\> prompt and type **MEMMAKER**. Press ENTER to continue, then select "Express setup." When it asks, "Do you have any programs that require expanded memory?" answer YES. MemMaker will reboot your computer two times as it reconfigures your system. If MemMaker is unsuccessful, or if it does not free up enough memory, try creating a boot disk, explained below.

NOT ENOUGH EMS MEMORY

If you are getting an EMS error, first make sure that you meet the minimum memory requirement for the game. This game requires 4 megabytes of RAM.

To check the amount of free EMS, go to the C:\> prompt and type **MEM**. Look for the amount of free "Expanded (EMS)". IRON ASSAULT requires approximately two megabytes of free Expanded EMS memory.

If you do not see EMS listed, then your computer is currently set up for Extended memory only. If you use DOS 6.0 or higher, you can use MemMaker to enable Expanded memory support. To do this, go to the C:\> prompt and type **MEMMAKER**. Press ENTER to continue, then select "Express setup." When it asks, "Do you have any programs that require expanded memory?" answer YES. MemMaker will reboot your computer two times as it reconfigures your system. If you use DOS 5.0, use the following instructions:

Go to the C:\> prompt

Type **EDIT CONFIG.SYS**

Find the line that reads, **DEVICE=C:\DOS\EMM386EXE NOEMS**

Change the **NOEMS** to **RAM**

If you do not have enough free EMS memory, you will need to reduce the amount of memory used by SMARTDRV. To do this, go to the C:\> prompt, type **EDIT AUTOEXEC.BAT**, and look for a line similar to the following:

```
LH C:\DOS\SMARTDRV.EXE 1024 256 /x
```

This means that SMARTDRV is using 1024K of XMS/EMS. (If no numbers are present, then it is using 1024K by default.) You need to reduce this number to free up more EMS memory. If you are less than 512K short of the required amount (ie. you have 1600K free and the game requires 2000K), try reducing the first number to 512. You need to reboot your computer after making the change before its effect will take place. You can check the result of the change by type **MEM**.

SOUND DIFFICULTIES

If the program does not recognize your sound card, or if you are not getting

any digitized samples (i.e. voices), check the following:

First, try to determine the correct settings for your sound card's Port, IRQ, and DMA. Your sound card should have diagnostic software that provides this information. It can also verify that it is working correctly at these settings. If you are using a SoundBlaster-compatible sound card, the most common settings are Port 220, IRQ 5, and DMA 1. Many sound cards also use IRQ 7. If you are unsure what type of sound card you have, or are having problems with volume levels, try selecting SoundBlaster.

Also, make sure your computer boots directly to DOS. Sometimes when running Windows, the sound card is not restored to its default state upon exiting. If your computer currently boots into Windows, go to a C:\> prompt, type **EDIT AUTOEXEC.BAT** then look for the line that reads "WIN". Delete the line, save the file by clicking on "File" then "Save," then reboot your computer. Try running the IRON ASSAULT Install program again, and use the above settings. (You can type **WIN** at any time to go back to Windows. You can also create a boot disk for the game if you would prefer to normally boot into Windows.)

CREATING A BOOT DISK

If you do not have enough memory, or if you are running into inexplicable lock ups or getting an EMM386 error #12, try using a boot disk.

♦ Getting Started

Before making a boot disk, you will need the following:

- A blank disk for your A: drive.
- The current contents of your CONFIG.SYS and AUTOEXEC.BAT

files. An easy way to get this information is to go to a C:\> prompt and type **EDIT CONFIG.SYS**. Click on "File" then "Print." Once its contents have been printed, click on "File" then "Exit" and do the same for your AUTOEXEC.BAT file by typing **EDIT AUTOEXEC.BAT**. (If you do not have a printer, you can also copy these files down by hand. It is not necessary to copy the whole file. Continue reading to determine which lines you will need.)

To make the disk a "boot disk," insert it into drive A and type **FORMAT A: /S**. This formats a system (i.e. bootable) disk. When it asks for the volume label, just press ENTER.

♦ The CONFIG.SYS file

You will now need to create a new CONFIG.SYS and AUTOEXEC.BAT file for your boot disk. Let's start with the CONFIG.SYS. Go to your A:\> prompt by typing **A:** and pressing ENTER, and then type **EDIT CONFIG.SYS**.

Here is a sample of what the final CONFIG.SYS should look like:

```
DEVICE=C:\DOS\HIMEM.SYS
DEVICE=C:\DOS\EMM386.EXE RAM
```

```
DEVICEHIGH=YOUR CD-ROM DRIVER  
DEVICEHIGH=YOUR SOUND DRIVER  
DOS=HIGH,UMB  
BUFFERS=40,0  
FILES=40
```

Type each line as it appears above. For the CD-ROM driver, you will need to get this information from your current CONFIG.SYS file. It is the line containing "/D:MSCD001" or similar. Some example driver names are "DD260.SYS", "MTMCDAE.SYS", and "TSLCDR.SYS". Keep all of the parameters after the "xxx.SYS" the same. Before the "=" sign, you should only have the DEVICEHIGH statement. (If there is a "/L:1,xxx", do not include it. See the sample configurations for examples.) Some SCSI CD-ROM drives may require multiple lines to load the drive information.

If your sound card requires a driver, such as the ProAudio Spectrum's MVSOUND.SYS, you will need to include that as well. Again, copy all of the parameters after the driver's name, but make sure that the line begins with just "DEVICEHIGH=C:\..."

If you use DoubleSpace, you will need to add the following line:
DEVICEHIGH=C:\DOS\DBLSPACE.SYS /MOVE

If you use any other disk compression software, you will need to consult your manual for what lines you need to include.

Save this file by clicking on "File" then "Save..." Now exit by clicking on "File" then "Exit".

♦ The AUTOEXEC.BAT file

The next step is to create a new AUTOEXEC.BAT file. At the A:\> prompt, type **EDIT AUTOEXEC.BAT** and enter the following lines:

```
PROMPT $P$G  
SET BLASTER=A220 I5 D1 T3  
(Additional sound card information)  
SET PATH=C:\DOS;C\  
LH C:\MOUSE\MOUSE.EXE  
LH C:\DOS\MSCD.EXE /D:MSCD001 /M:20
```

The "SET BLASTER" line should match the one in your current AUTOEXEC.BAT file; do not change the settings. (However, do make sure that this statement is capitalized.) Some sound cards, such as the SoundBlaster 16, have additional lines. You should include every line for your sound card in your new AUTOEXEC.BAT. (See the sample configuration for the SB16.)

The line for your mouse driver may vary, and you should copy this line from

your current AUTOEXEC.BAT file. The line should consist only of "LH" followed by a space, followed by the path and name of the mouse driver. If, for example, you have a line that currently reads:

```
LH /L:1,25343 C:\MSMOUSE\MOUSE
```

you will need to add the following line to your new AUTOEXEC.BAT:

```
LH C:\MSMOUSE\MOUSE
```

The line for MSCDEX will also vary by system. Make sure that the path matches the one in your current AUTOEXEC.BAT file. For example, it might be located at "C:\CDROM\DRV\MSCDEX.EXE". You should only include two parameters: "/M:20" and "/D:xxx". The /D: statement should match the one in your CONFIG.SYS file.

Once you have finished your AUTOEXEC.BAT file, save it by clicking on "File" then "Save..." Now, exit by clicking on "File" then "Exit".

Your boot disk is now complete. Keep it in your A: drive, and reboot your computer. Your computer should now boot with the new configuration.

♦ Sample Configurations

Following are sample configurations for the SoundBlaster 16 and ProAudio Spectrum 16 sound cards. If you have either of these sound cards, you can most likely use these files exactly as they appear. (ProAudio Spectrum 16 users note that the "FUSIONCD" path will vary depending on which bundle you purchased.)

There is also a more generic sample for the Sound Galaxy Pro. Most SoundBlaster compatible sound cards will use a similar configuration.

Sample Configuration - SoundBlaster 16:

CONFIG.SYS	AUTOEXEC.BAT
DEVICE=C:\DOS\HIMEM.SYS	PROMPT \$PSG
DEVICE=C:\DOS\EMM386.EXE RAM	SET BLASTER=A220 I5 D1 H5 P330 T6
DOS=HIGH,UMB	C:\SB16\SB16SET /M:220 /VOC:220 /CD:220 /MIDI:220 /LINE:220 /TREBLE:0
FILES=40	C:\SB16\SBCONFIG.EXE /S
BUFFERS=40,0	SET PATH=C:\DOS;\C\
DEVICEHIGH=C:\SB16\DRV\SB16CD.SYS /D:MSCD001 /P:220	LH C:\MOUSE\MOUSE.EXE
	LH C:\SB16\DRV\MSCDEX.EXE /D:MSCD001 /V /M:20

Sample Configuration - ProAudio Spectrum 16

CONFIG.SYS	AUTOEXEC.BAT
DEVICE=C:\DOS\HIMEM.SYS	PROMPT \$PSG
DEVICE=C:\DOS\EMM386.EXE RAM	SET BLASTER=A220 D1 I5 T3
DOS=HIGH,UMB	SET PATH=C:\DOS;\C\
FILES=40	LH C:\FUSIONCD\MSCDEX /D:MVCD001 /V /M:20
BUFFERS=40,0	LH C:\MOUSE\MOUSE.EXE
DEVICEHIGH=C:\FUSIONCD\TSLCD.SYS /D:MVCD001	
DEVICEHIGH=C:\FUSIONCD\MVSOUND.SYS Q:5 D:3 S:1,220,1,5 M:0 J:1	

Sample Configuration - Sound Galaxy Pro

CONFIG.SYS	AUTOEXEC.BAT
DEVICE=C:\DOS\HIMEM.SYS	PROMPT \$PSG
DEVICE=C:\DOS\EMM386.EXE NOEMS	SET BLASTER=A220 I5 D1 T4
DOS=HIGH,UMB	SET PATH=C:\DOS;\C\
BUFFERS=40,0	LH C:\DOS\MSCDEX /D:MSCD0001 /M:20
FILES=40	LH C:\MOUSE\MOUSE
DEVICEHIGH=C:\MMP16\DRIVERS\CR56X.SYS /D:MSCD001	

IRON ASSAULT CREDITS

Graffiti Software

PROJECT MANAGER
ANTONIO FARINA

HEAD PROGRAMMER
STEFANO LECCHI

MAP EDITOR
IVAN DEL DUCA

HEAD GRAPHIC ARTIST
MARCO SPITONI

MODEL ROTOSCOPING AND ANIMATION
MATTEO RESINANTI

ROBOT MODELS
GABRIELE DIAFERIA

BUILDING MODELS
STEFANO TRIVELLI

MINIATURE PHOTOGRAPHY
GABRIELLE DIAFERIA

ADDITIONAL MINIATURE PHOTOGRAPHY
ROBERTO CASAGRANDE
ALBERTA GELMI

STOP MOTION SEQUENCE
MARCO SPITONI

FILMING STUDIO
STUDIO CASAGRANDE (MI)

GAME MAPS
STEFANO LECCHI
IVAN DEL DUCA

TESTING
ANTONIO FARINA
MARCO SPITONI
IVAN DEL DUCA
MATTEO RESINANTI

ANTONIO MISCELLANEO
DAVID YERKESS
ANTONIO MARTINI
SIMONE BALESTRA

MAIN MUSIC SOUNDTRACK
MASSIMO COTTICA

ORIGINAL MUSIC AND SOUND
VANNI TORELLI

MUSIC CONVERSION
IVAN DEL DUCA

VIRGIN INTERACTIVE ENTERTAINMENT EUROPE

SOFTWARE MANAGER
JON NORLEDGE

PRODUCER
MATTHEW SPALL

TESTING
TONY HINDS
JOHN MARTIN

VIRGIN INTERACTIVE ENTERTAINMENT U.S.

PRODUCT COORDINATORS
JEFF ZIEL
KEN LOVE

QUALITY ASSURANCE MANAGER
DAVE MAXEY

QUALITY ASSURANCE GROUP HEADS
BIJAN SHAHEER
ADAM RYAN

LEAD ANALYST
CRAIG MCCOY

ANALYSTS
JEFF GORDON
CHRIS TOFT
PAUL SHOENER
CHRIS RAUSCH
JIMM GETZ



LICENSE AGREEMENT

This is a license agreement between you (either an individual or an entity), the end user, and Virgin Interactive Entertainment, Inc.

VIRGIN PRODUCT LICENSE

- 1. GRANT OF LICENSE.** This Virgin License Agreement ("License") permits you to use one copy of the specified version of the Virgin software/cartridge product identified above ("Product") on any single computer or game platform.
- 2. COPYRIGHT.** The Product is owned by Virgin or its suppliers and is protected by the United States copyright laws and international treaty provisions. Virgin retains all rights not expressly granted. Therefore, you must treat the Product like any other copyrighted material (e.g. a book or musical recording) **except** that you may either (a) make one copy of the Product (if the Product is software) solely for backup or archival purposes, or (b) transfer the Product to a single hard disk provided you keep the original solely for backup or archival purposes. You may not copy the written materials accompanying the Product.
- 3. OTHER RESTRICTIONS.** This Virgin License Agreement is your proof of license to exercise the rights granted herein and must be retained by you. You may not loan, sell, rent, lease, give, sublicense or otherwise transfer the Product (or any copy). Notwithstanding the foregoing, in one case you may transfer your rights under this Virgin License Agreement on a permanent basis provided you transfer this License Agreement, the Product, and all accompanying written materials, retain no copies, and the recipient agrees to the terms of this Agreement. You may not modify, adapt, translate, create derivative works, decompile, disassemble, or otherwise reverse engineer or attempt to reverse engineer or derive source code from, all or any portion of the Product or anything incorporated therein or permit or encourage any third party to do so. If the Product is an update, any transfer must include the update and all prior revisions.

LIMITED WARRANTY

LIMITED WARRANTY. Virgin warrants that the Product will perform substantially in accordance with the accompanying written materials for a period of ninety (90) days from the date of receipt. Any implied warranties on the Product are limited to ninety (90) days. Some states/jurisdictions do not allow limitations on duration of an implied warranty, so the above limitation may not apply to you.

CUSTOMER REMEDIES. Virgin's entire liability and your exclusive remedy shall be, at Virgin's option, either (a) return of the price paid or (b) repair or replacement of the Product that does not meet Virgin's Limited Warranty and that is returned to Virgin with a copy of your receipt. In no event shall Virgin's liability with respect to this limited warranty exceed the cost of replacement of the media on which the Product is recorded. This Limited Warranty is void if failure of the Product has resulted from accident, abuse, or misapplication. Any replacement of the Product will be warranted for the remainder of the original warranty period or thirty (30) days, whichever is longer. **Neither these remedies nor any product support services offered by Virgin are available for this U.S.A. version product outside of the United States of America.**

NO OTHER WARRANTIES. Virgin disclaims all other warranties, either express or implied warranties of merchantability and fitness for a particular purpose, with respect to the Product and the accompanying written materials. Virgin does not warrant that the enclosed product or documentation will satisfy the requirements of your computer system or that the enclosed product or documentation are without defect or error or the operation of the enclosed product will be uninterrupted.

NO LIABILITY FOR CONSEQUENTIAL DAMAGES. In no event shall Virgin or its suppliers be liable for any damages whatsoever (including, without limitation, damages for loss of business profits, business interruption, loss of business information, or other pecuniary loss) arising out of the use or inability to use this Virgin product, even if Virgin has been advised of the possibility of such damages. Because some states/jurisdictions do not allow the exclusion or limitation of liability for consequential or incidental damages, the above limitation may not apply to you.

The warranty and remedies set forth herein are exclusive and in lieu of all others, oral or written, express or implied. No Virgin dealer, distributor, agent or employee is authorized to make any modification or addition to this warranty.

U.S. GOVERNMENT RESTRICTED RIGHTS. The Product and all accompanying written materials are proved with RESTRICTED RIGHTS. Use, duplication, or disclosure by the Government is subject to restrictions as set forth in Restricted Rights in Technical Data and Computer Software Clause at FAR 52.227-7013(c)(1)(ii) or FAR 52.227-19. Manufacturer is Virgin Interactive Entertainment, Inc. 18061 Fitch Avenue, Irvine, California, 92714.

This Agreement is governed by the laws of the State of California.

For more information about Virgin's licensing policies, please call Virgin Interactive Entertainment, Inc. Customer Service at 1(800)833-1999, or write: Virgin Sales and Service/18061 Fitch Avenue/Irvine, CA 92714.

Virgin strongly recommends calling the technical support department at (714) 833-1999 prior to returning your product to Virgin. Often, your problem can be solved over the phone.

NOTES

Virgin

Graffiti